

How to load it.
How to use it.
How to learn
from it.

Apple Product No. P-C07105A
Commodore Product No. P-C07104A
IBM Product No. P-I 07148A
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Learning Technologies, Inc.
4255 LBJ Freeway, Suite 131
Dallas, TX 75244
(214) 385-2351
1- 800-238-4277

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C. You can erase your first entry by pressing the same number again. For example, if you pressed 1 but really wanted 2, press 1 again and your first entry will be cancelled.

3. Important movement rules:

A. You can only move one monkey at a time.

B. You can only move the top monkey in a stack.

C. You can only move a smaller monkey on top of a larger monkey.

4. Continue to move monkeys:

Stack and restack them until they are in their starting position order right under the apple. When you do this, the top monkey picks the apple.

5. Another apple - another challenge:

After one apple is picked, stack and restack the monkeys again to reach the second apple.

6. Solving it: When both apples have been picked, you have solved the sequencing puzzle.

7. Your score: The number of moves it took you to stack the monkeys to reach both apples is your score. Your score will automatically appear on the screen after the words NUMBER OF MOVES. Each time you play, try to receive a lower score.

8. To play again:

Choose one of the following:

Press number **1** key to try the same level of play again.

Press number **2** key to try another level of play.

Press number **3** to Quit.

HOW TO LEARN FROM IT

Monkey Business TM will help develop the following problem-solving strategies:

- * Analyzing patterns
- * Predicting outcomes
- * Scanning for clues
- * Experimenting with solutions
- * Redefining problems
- * Determining directional and positional relationships

Problem-solving strategies apply to all school subjects and generate life-long learning skills.

Development of such high-level, non-verbal thinking leads to greater understanding, increased awareness, and expanded powers of creativity.

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ALL ABOUT IT

You'll just love monkeying around with this exciting sequencing challenge! A stack of monkeys are hungry for a juicy apple. Move them one-by-one, and then restack them in the same order under the apple to be picked. The challenge is...you can only move the top monkey in the stack, and you can only stack a smaller monkey on top of a larger monkey. Stack and restack, order and reorder to reach the apple. Try to do it in the fewest moves possible!

YOUR GOAL

Move a stack of monkeys one-by-one and restack them in the same order under an apple.

HOW TO LOAD IT

Instructions for loading the Apple II, II+, IIe, and IIC

For the Apple II and II+:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.
3. The program will load automatically.

4. If the computer is already on, press **RESET** to restart the program or type PR#6 and press **RETURN**.

For the Apple IIe and IIC:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.
2. Switch on the computer and the monitor.
3. The program will load automatically.
4. If the computer is already on, press the **OPEN APPLE**, **CONTROL** and **RESET** keys simultaneously.

The program will take several seconds to load. After it does, simply follow the directions on the screen to run the rest of the program.

On the Apple IIe and IIC, make sure **CAPS/LOCK** is depressed before you run the program.

Instructions for loading the Commodore 64 and 128

For the Commodore 64:

1. Insert the diskette into the disk drive making sure that the label is facing up and towards you.

2. Switch on the computer, the disk drive and the monitor.
3. The screen will display the word READY.
4. Type the following:
LOAD "PANDA",8,1
5. Press **RETURN**. The program will take several seconds to load. After it does, simply follow the directions on the screen to run the rest of the program.

For the Commodore 128: If you are using a Commodore 128, you can use it just as if it were a Commodore 64. You may enter the C64 mode in one of two ways:

1. **With the power OFF**, hold down the **COMMODORE** key and press the ON/OFF switch. The familiar blue C64 screen display will appear with the word READY. From there, simply load the program as you would on the C64.
2. **When the computer is running in the C128 mode**, type the BASIC command and GO 64. Then, press **RETURN**. The computer will then respond with the words: ARE YOU SURE? Press **Y** and **RETURN**

simultaneously and you will automatically enter the C64 mode. Now load the program as you would with a Commodore 64.

Instructions for loading the IBM PC and PCjr

1. The IBM or compatible machine you are using should have the following:
 - * A minimum of 128K memory.
 - * A 2.0 or higher version of DOS.
 - * A color graphics adapter card.
2. Insert the Disk Operating System (DOS) master diskette into drive A. Switch on the computer and monitor.
3. Press the **ENTER** key until the A> prompt appears. Remove the DOS diskette and insert the LTI program diskette. Type LTI and then press **ENTER**.
4. The program will load in a few seconds. When it does, simply follow the directions on the screen.
5. To leave the program at any time to return to DOS or to choose another program option, press **ESC**.

2. Switch on the computer, the disk drive and the monitor.
3. The screen will display the word **READY**.
4. Type the following:
LOAD "PANDA",8,1
5. Press **[RETURN]**. The program will take several seconds to load. After it does, simply follow the directions on the screen to run the rest of the program.

For the Commodore 128: If you are using a Commodore 128, you can use it just as if it were a Commodore 64. You may enter the C64 mode in one of two ways:

1. **With the power OFF**, hold down the **[COMMODORE]** key and press the **ON/OFF** switch. The familiar blue C64 screen display will appear with the word **READY**. From there, simply load the program as you would on the C64.
2. **When the computer is running in the C128 mode**, type the **BASIC** command and **GO 64**. Then, press **[RETURN]**. The computer will then respond with the words: **ARE YOU SURE?**
Press **[Y]** and **[RETURN]**

simultaneously and you will automatically enter the C64 mode. Now load the program as you would with a Commodore 64.

Instructions for loading the IBM PC and PCjr

1. The IBM or compatible machine you are using should have the following:
 - * A minimum of 128K memory.
 - * A 2.0 or higher version of DOS.
 - * A color graphics adapter card.
2. Insert the Disk Operating System (DOS) master diskette into drive A. Switch on the computer and monitor.
3. Press the **[ENTER]** key until the **A>** prompt appears. Remove the DOS diskette and insert the LTI program diskette. Type **LTI** and then press **[ENTER]**.
4. The program will load in a few seconds. When it does, simply follow the directions on the screen.
5. To leave the program at any time to return to DOS or to choose another program option, press **[ESC]**.

1. Select Options:

A. Sound - When the screen reads, **DO YOU WANT SOUND?**, do either of the following:

Press **[Y]** to hear all sound effects.

Press **[N]** to turn off all sound effects

B. Directions - When the screen reads, **DO YOU WANT DIRECTIONS?**, do either of the following:

Press **[Y]** to see directions.

Press **[N]** to not see directions.

C. Level of Play - The difficulty level is based on the number of monkeys in a stack. The more monkeys, the more difficult the play. Select from:

EASIEST - Press number **[1]** key to play with three monkeys.

MEDIUM DIFFICULTY - Press **[2]** key to play with four monkeys.

MOST DIFFICULT - Press **[3]** key to play with five monkeys.

D. To change the level at any time or to quit altogether, do the following:

Apple: Press **[ESC]**

Commodore: Press **[F7]**

IBM: Press **[ESC]**

IMPORTANT: There are two apples for the monkeys to reach on every level of play. It does

not matter which apple is "picked" first, but both must be reached to solve the puzzle.

2. **How to move a monkey:** Three number keys 1, 2, and 3 on the keyboard match three numbers on the screen. See Figure 1 for their location. To move a monkey, press two number keys. Here's how:

A. First, press the number key that matches the number under the monkey you wish to move.

B. Then, press the number key that matches the number under the place where you wish to move the monkey.

NOTE: Your two-number entry is always recorded on the screen in the **MOVE BLOCK**. See Figure 1 for the location.

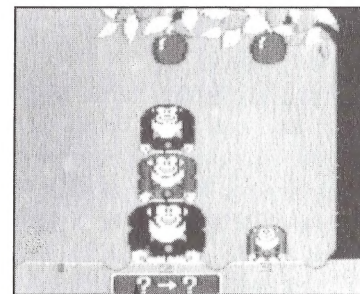


Figure 1
Move Block